B FILE COPIER   by Rick Buhre.

(via Dave Boyce 30\1\87)

```
10 DATA229,33,57,120,203,182,203,158,225,243,205,140,53
20 DATA229,205,177,53,33,66,56,205,244,55,205,231,53
30 DATA62,240,50,210,122,195,115,54,201
40 FORI=31067TO31101:READA:POKEI,A:NEXT


B FILE COPIER INSTRUCTIONS
CRUN B FILE COPIER THEN POKE31217,176:.(RETURN)
THE READY PROMPT WILL APPEAR,LOAD MACHINE LANGUAGE PR
-OGRAM TO BE COPIED
WHEN READY PROMPT APPEARS POKE31067,243:POKE31068,14
(RETURN) POKE31069,241:POKE31070,195:POKE31071,172
(RETURN) POKE31072,52:POKE30884,PEEK(30750)(RETURN)
POKE30885,PEEK(30751):POKE31217,176:.'FILE NAME'(RETURN)
```

35 byte program to load B-file to tape.
Program loaded into RAM used for DOS vectors.

795B	E5	PUSH HL	Save HL reg.
5C	21 39 78	LD HL, 7839H	Point to FLAG2
5F	CB B6	RES 6, (HL)	Reset bit 6 to zero (CRUN Flag)
61	CB 9E	RES 3, (HL)	Reset bit 3 to zero (VERIFY flag)
63	E1	POP HL	Restore HL reg.
64	F3	DI	Disable interrupts.
65	CD 8C 35	CALL 358C	Pick up name.
68	E5	PUSH HL	Save HL reg.
69	CD 81 35	CALL 3581	
6C	21 42 38	LD HL, 3842H	Point to 'WAITING' text
6F	CD F4 37	CALL 37F4	
72	CD E7 35	CALL 35E7	Tape saving routine CLOAD
75	3E F9	LD A, F9H	Auto-execute flag.
77	32 D2 7A	LD (7AD2H), A	Buffer for cassette I/O.
7A	C3 73 36	JP 3673	Put up 'LOADING' message.
79 7D.	C9	RET.	??

then. reset first six bytes of program.

795B	F3	DI	
5C	0E F1	LD C, F1H	
795E	C3 B3 34	JP 34B3	Part of CSAVE.

30750\1	781E/F	Part of DCB for cassette CLOAD (programme address)	
30884/5	78 A4/5	Start of BASIC ptr.	
31217	79 F1	Set to 80 in I/O buffer.	